PATH OF THE WAR DRUMMER
A MUSICAL SUBCLASS FOR BARBARIANS
BY KAI LINDER
**Introduction**

War drummers are barbarians that magically channel their rage through the heavy war drums they carry. They set up these drums in the midst of battles and stand strong, beating out powerful rhythms like rolling thunder that help them influence the flow of combat, pushing allies into a furor and intimidating enemies.

**War Drum**

At 3rd level, you build and ritually bond with your war drum, making it an outlet for your rage that can be summoned. You gain proficiency with drums.

Your war drum is magically stored within you, and you can summon it in an unoccupied space within 5 feet of you as an action, or when you enter your rage. It can be magically stored again as an action. You can use a bonus action to lift and carry the drum, and a free action to set it back down. While carrying it, your move speed is halved and the drum can’t be used.

The drum is a Medium object with AC 15, hit points 100, and a damage threshold of 50. It has resistance to bludgeoning and thunder damage, and immunity to poison and psychic damage. The drum is audible out to 100 feet.

Starting at 6th level, you can use an action to strike the drum, knocking a group of creatures to the ground with a war drum boom. Creatures within 5 feet of the drum must succeed on a Constitution saving throw or take thunder damage equal to 1d12 + Rage Damage bonus and be knocked prone. On a success they take half damage and are not knocked prone. The boom is audible out to 200 feet.

Starting at 10th level, whenever a friendly creature in your 15-foot radius (your rage area) can hear the drum, they can roll the highest result on a damage die, they can roll that die again and add the results together.

For example, if a player rolls an 8 on a d8, they then roll a 5 on a d8, they then roll that die again, getting a 2. The total damage would be 13 plus any other modifiers.

**Rhythm of Aggression**

Also at 3rd level, you learn to channel your rage into an aggressive rhythm. You can use a bonus action to beat a rhythm on your drum, creating a magical aura that lasts until the end of your next turn. The aura ends early if you move out of reach of the drum or are incapacitated or restrained. The aura extends 30 feet from the drum in every direction, ignoring cover. Friendly creatures in the aura increase their move speed by 5 feet, and once on each turn can add your Rage Damage bonus to any damage they deal with spells or weapon attacks. Hostile creatures in the aura reduce their move speed by 5 feet. Creatures who cannot hear the drum are unaffected.

Your rage doesn’t end early if you have used this feature this turn.

**Explosive Rhythm**

At 10th level, whenever a friendly creature in your 15-foot radius (your rage area) can hear the drum, they can roll the highest result on a damage die, they can roll that die again and add the results together.

For example, if a player rolls an 8 on a d8, they then roll a 5 on a d8, they then roll that die again, getting a 2. The total damage would be 13 plus any other modifiers.

**The Big Beat**

When you reach 14th level, your rage has become so strong that you can use your war drum as a weapon. Once per rage, as an action you can grab the war drum and use it to make a melee weapon attack against a creature in range. On a hit, the target takes 3d12 bludgeoning damage and 3d12 thunder damage, and must succeed on a Strength saving throw or be stunned until the end of their next turn. The drum is then set on in an unoccupied space within 5 feet of you.

**Credits**

Cover Art: Kredinca (Twitter: @Lost_Krendel)
Cover Layout: Bethany Bracken (Twitter: @BethanyDnD)

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**Sounds of the War Drummer**

The war drum is similar to a modern orchestral bass drum. For examples of war drum sounds check out:

- Drumline Battle: [https://bit.ly/3hZa1uh](https://bit.ly/3hZa1uh)